

# Test Driven Development of Scientific Models

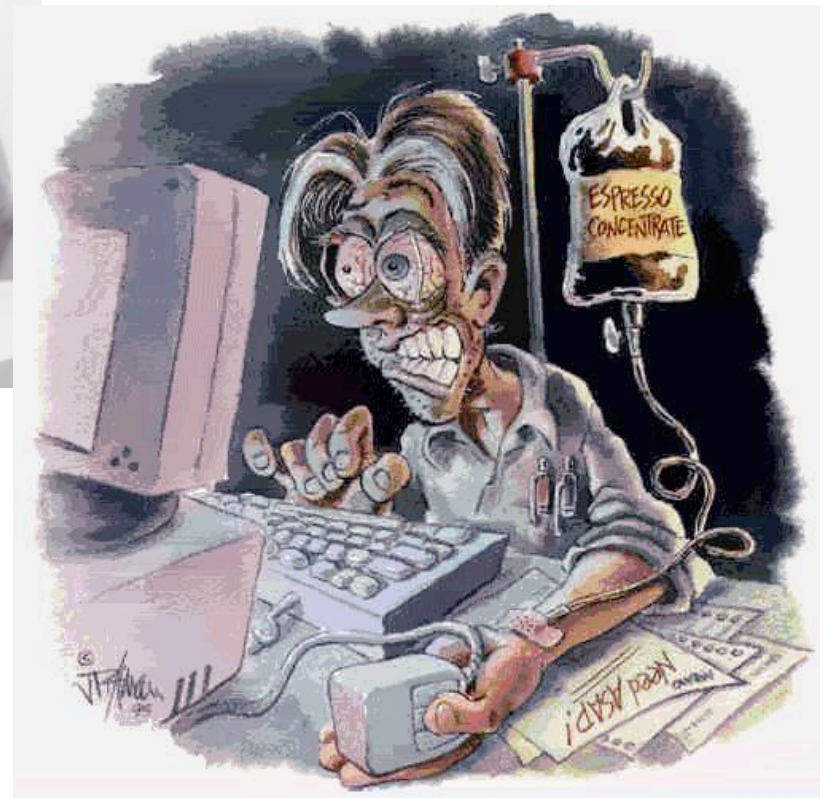
Tom Clune

SIVO (Code 610.3)

# Outline

- Familiar stories
- Development
- Testing
- Test *Driven* Development
- TDD and Scientific Computing
- pFUnit – a Testing Framework for Fortran

# Familiar Stories

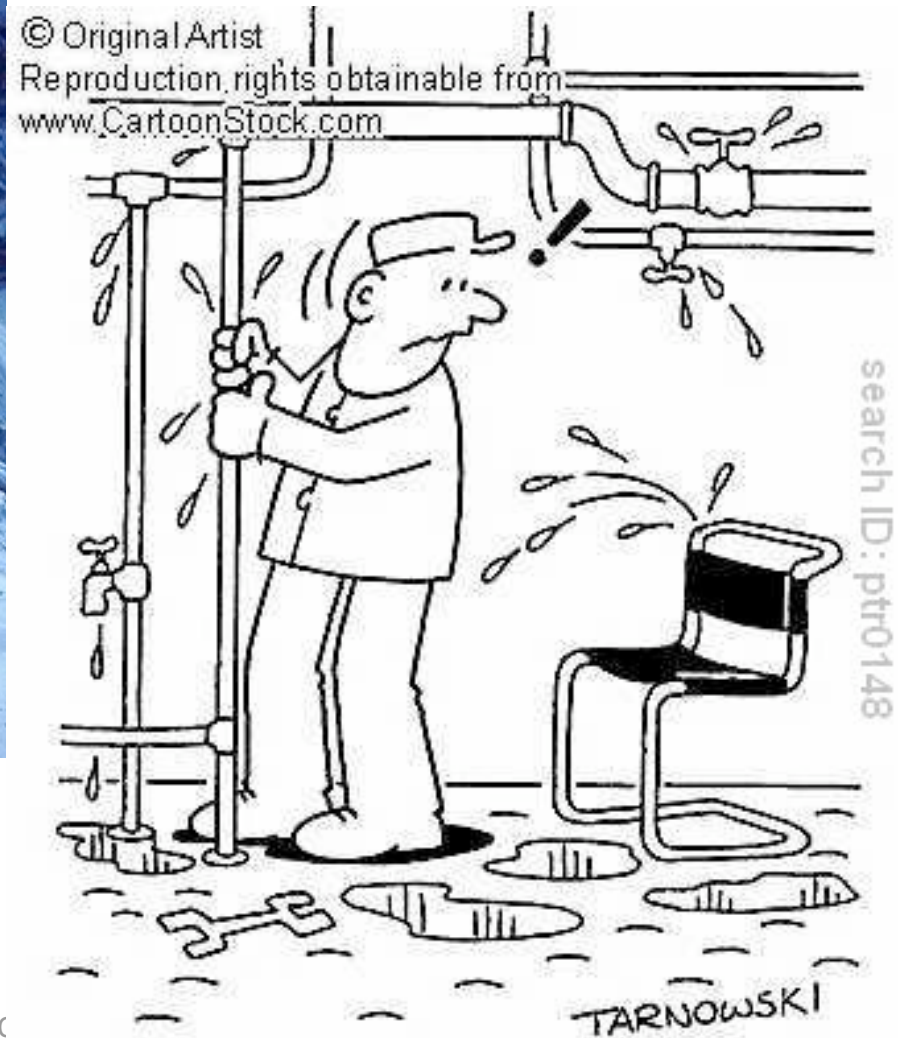


# The Marathon





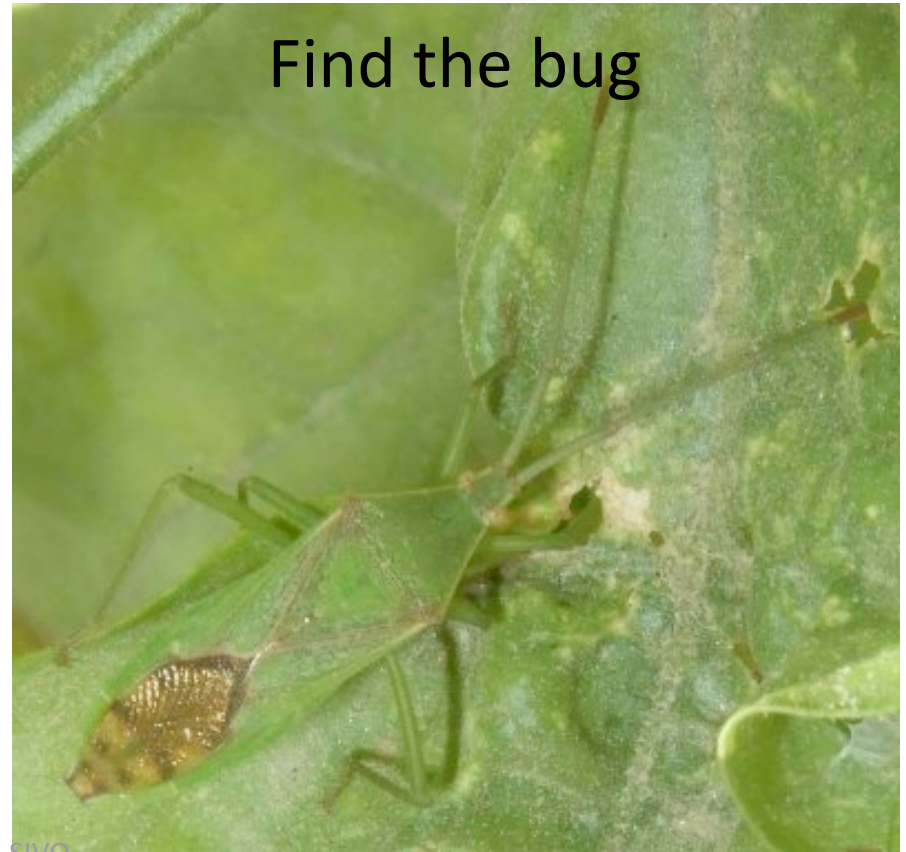
# The Chain Reaction



# The Investigation



9/27/10



TDD - SIVO

# The High Wire Act



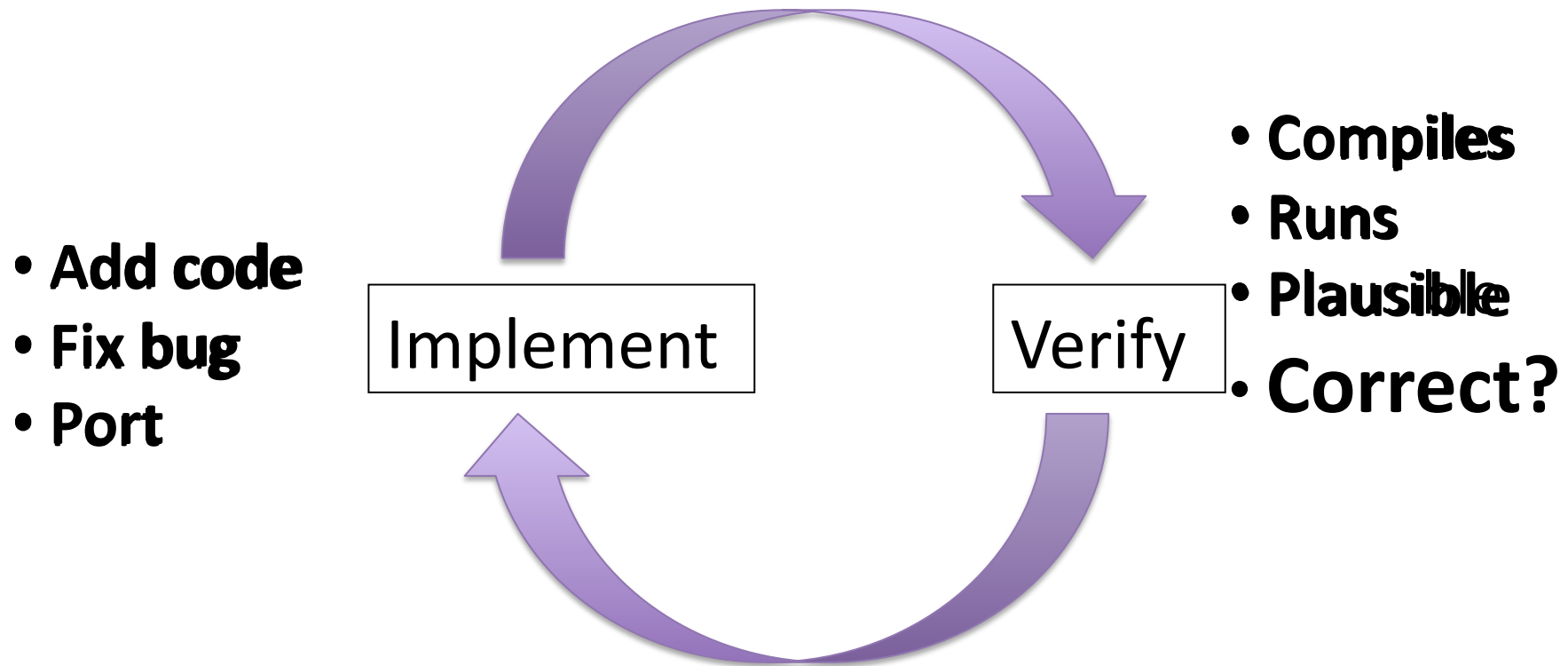
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# Development



# The Development Cycle



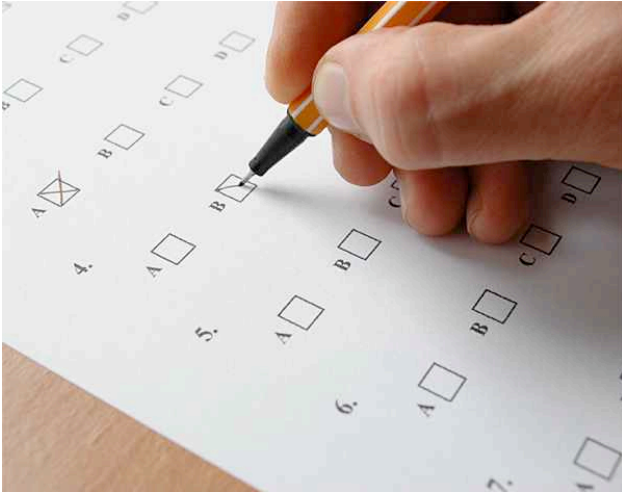
# Natural Time Scales

- Design
- Implementation
- Compilation
- Batch
- Execution
- Analysis

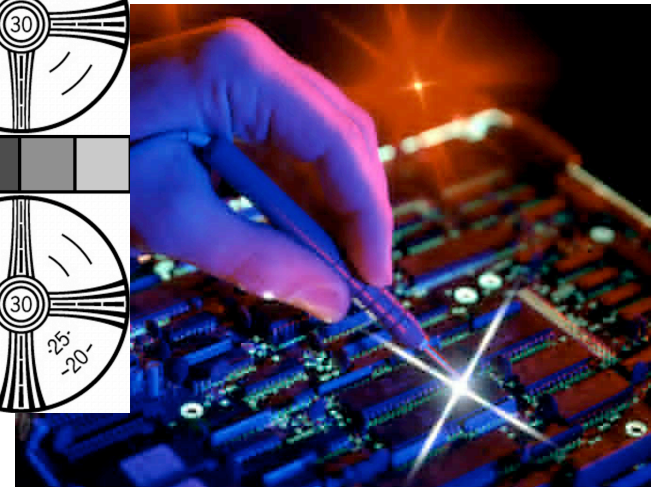
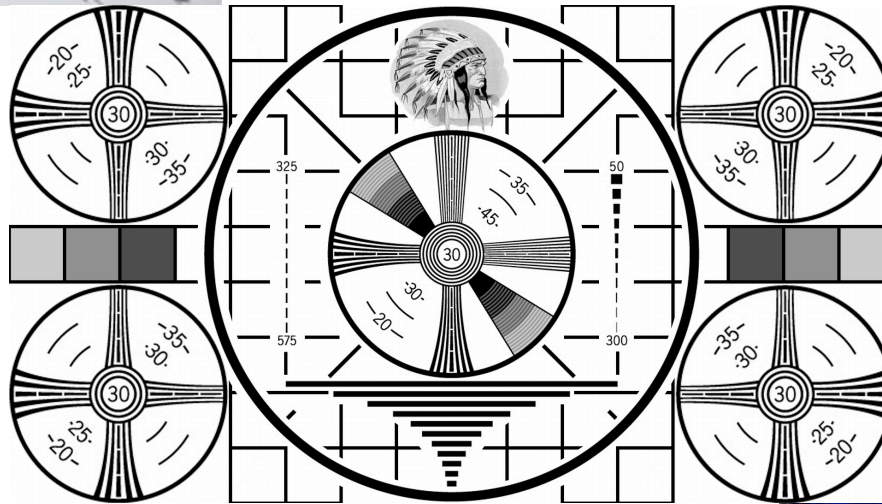


# Size of Implementation Step

- Risk of error grows with size of change
- Size of change grows with cost of verification
- Conclusion:
  - Optimize development cycle to enable smaller changes per iteration



# Testing





# Test Harness

- A collection of tests that constrain system
- Detects unintended changes
- Localizes defects
- Improves developer *confidence*
  - Decreases risk from change

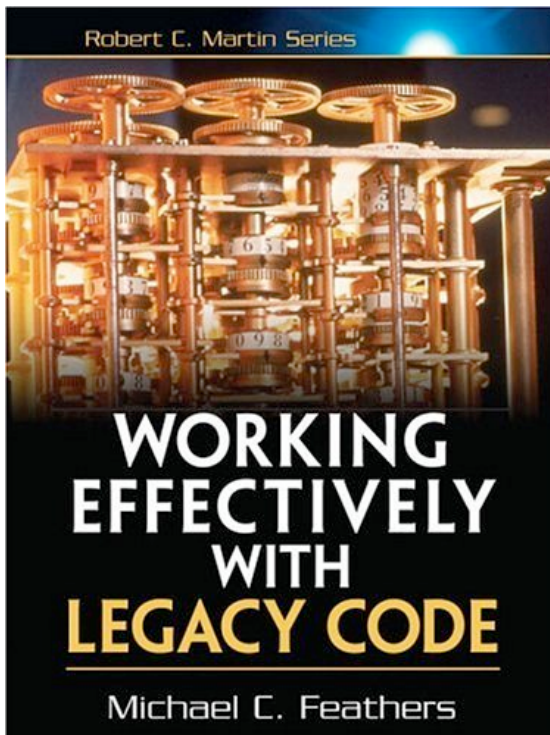


# Do you write legacy code?

“The main thing that distinguishes legacy code from non-legacy code is tests, or rather a lack of tests.”

– Michael Feathers

*Working Effectively with Legacy Code*



Lack of tests leads to fear of introducing subtle bugs and/or changing things inadvertently.

- Programming on a tightrope
- Barrier to involving pure software engineers

# Excuses

- Takes too much time to write tests
  - Too expensive to *maintain* tests
- It takes too long to *run* the tests
- It is not *my* job
- “Correct” behavior is unknown

<http://java.dzone.com/articles/unit-test-excuses>

- James Sugrue

# What is a Test?

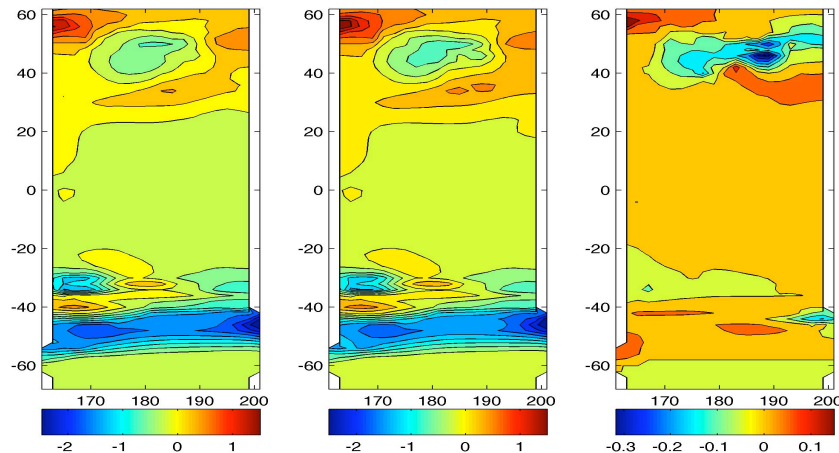
- Abort:

```
IF (PA(I,J)+PTOP.GT.1200.)  
&  call stop_model('ADVECM: Pressure diagnostic error',11)
```

- Print:

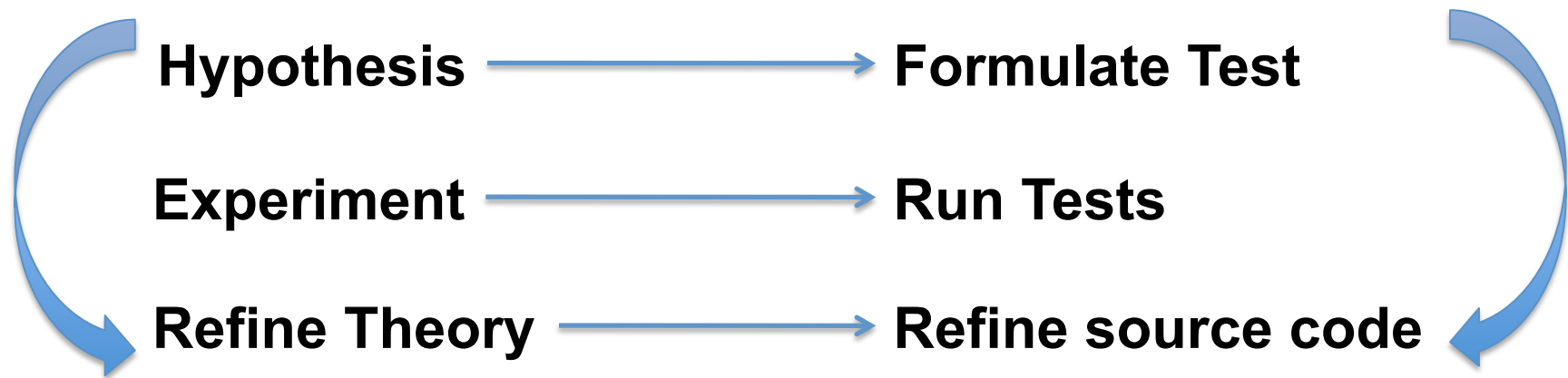
```
print*, "loss of mass = ", deltaMass
```

- Visual inspection / acceptance threshold:





# TDD and the Scientific Method

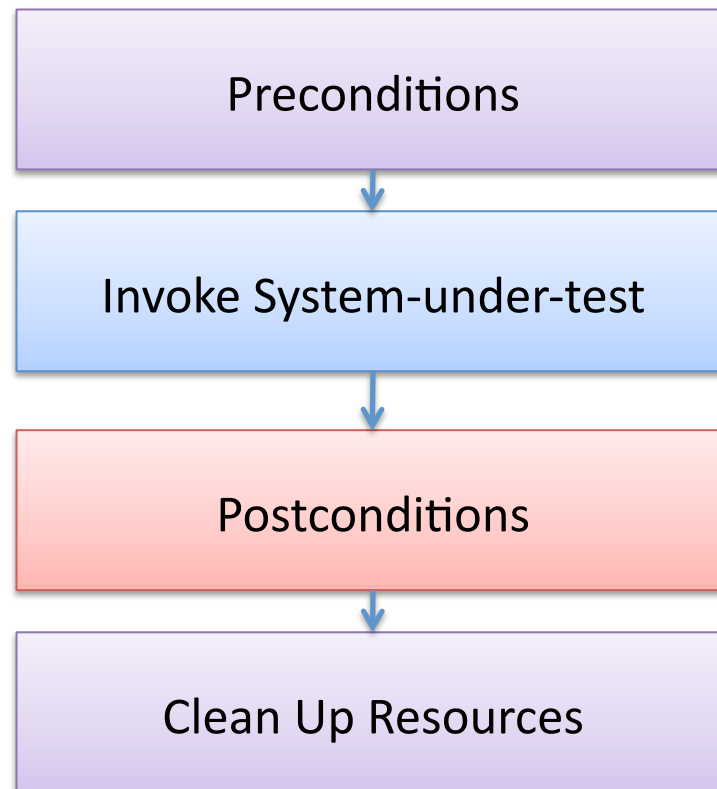


# Properties of Good Tests

- Isolated
  - Failure indicates which part of application
- Orthogonal
  - Any bug only triggers small set of tests
- Independent
  - Run order does not matter
  - Corollary – cannot terminate execution
- Small
  - Execute quickly; small drain on resources
- Automated and repeatable

# Anatomy of a Test Procedure

```
procedure testFoo()
```

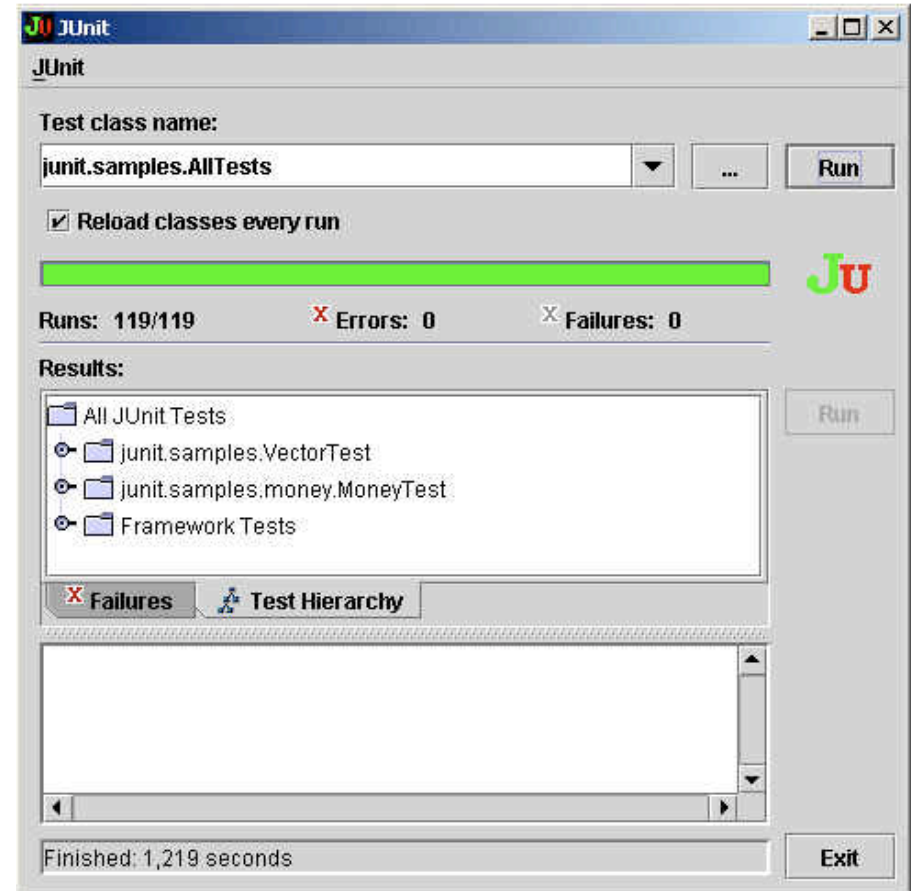
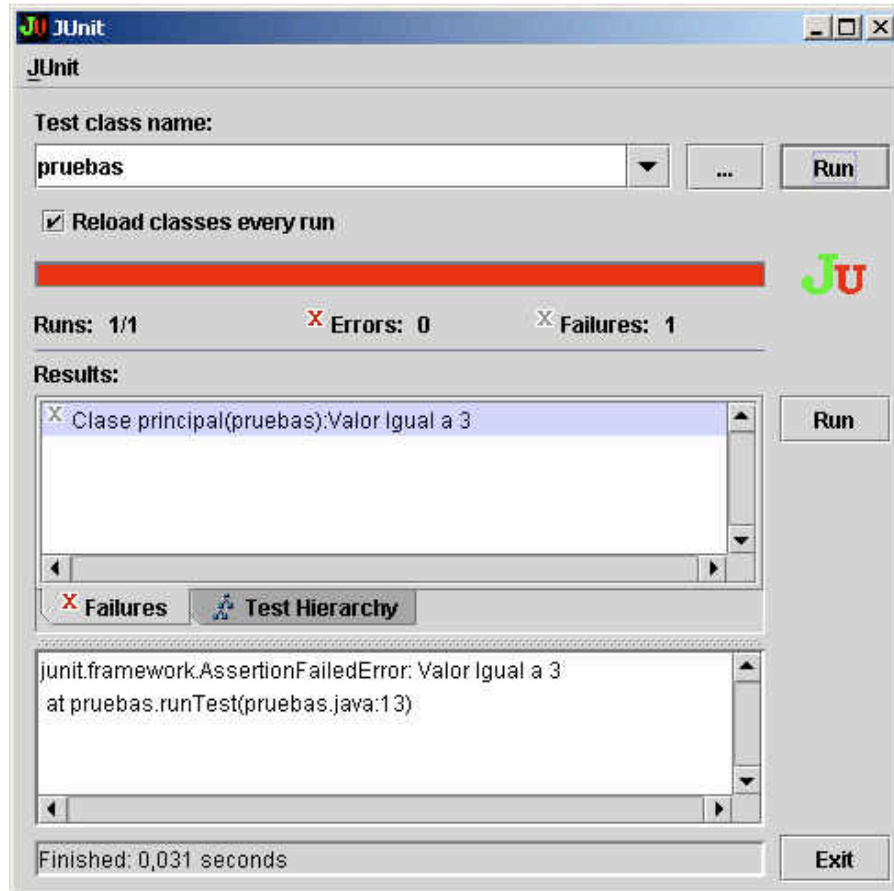


# Testing Frameworks

- Provide infrastructure to radically simplify:
  - Creating test routines (Test cases)
  - Running collections of tests (Test suites)
  - Summarizing results
- Key feature is collection of “assert” methods
  - Used to express expected results
  - E.g. `assertEqual(120, factorial(5))`
- Generally specific to programming language (xUnit)
  - Java (JUnit), Python (pyUnit), C++ (cxxUnit, cppUnit)



# JUnit - Eclipse



# Test Driven Development

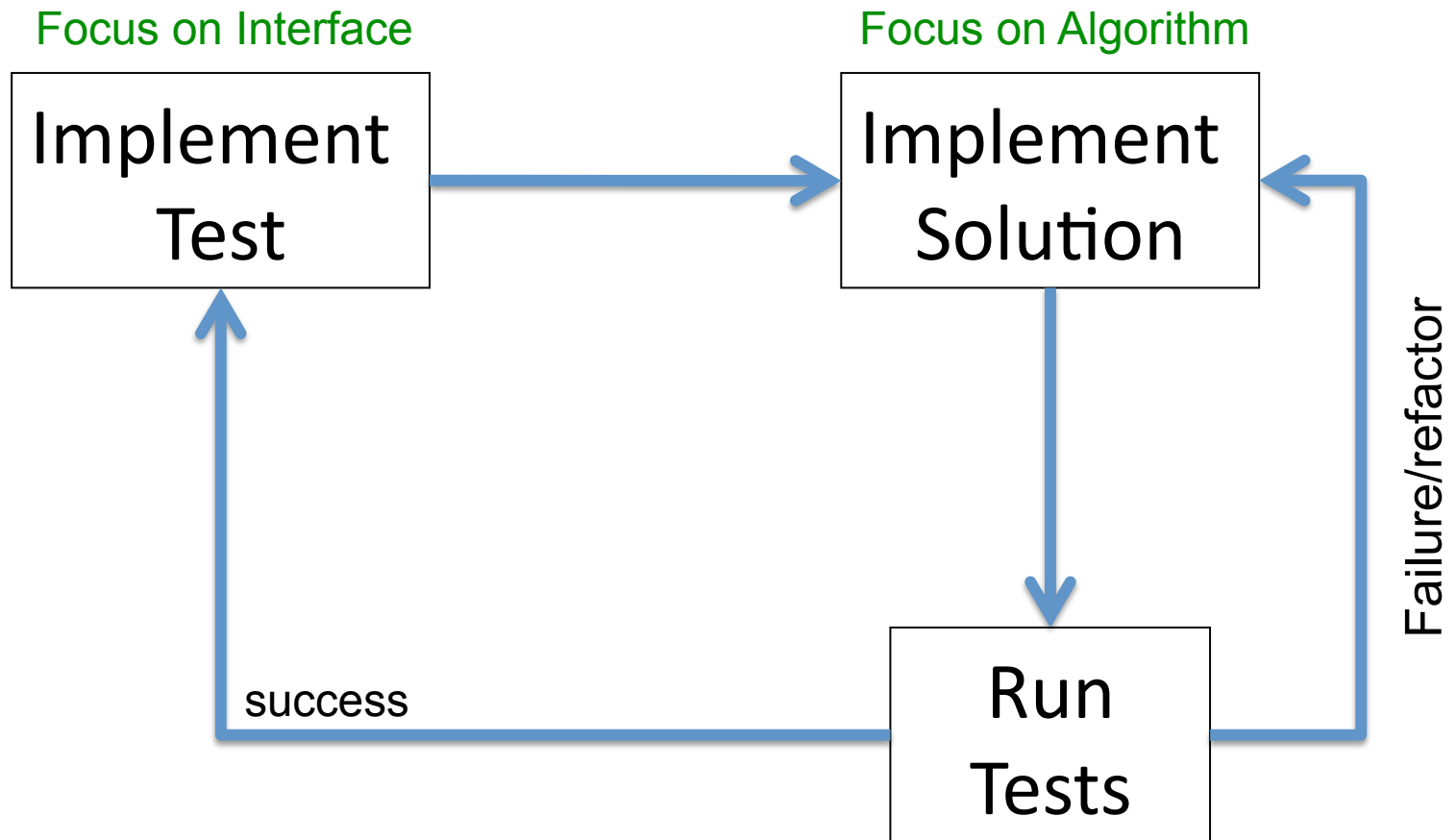


# The Short Version

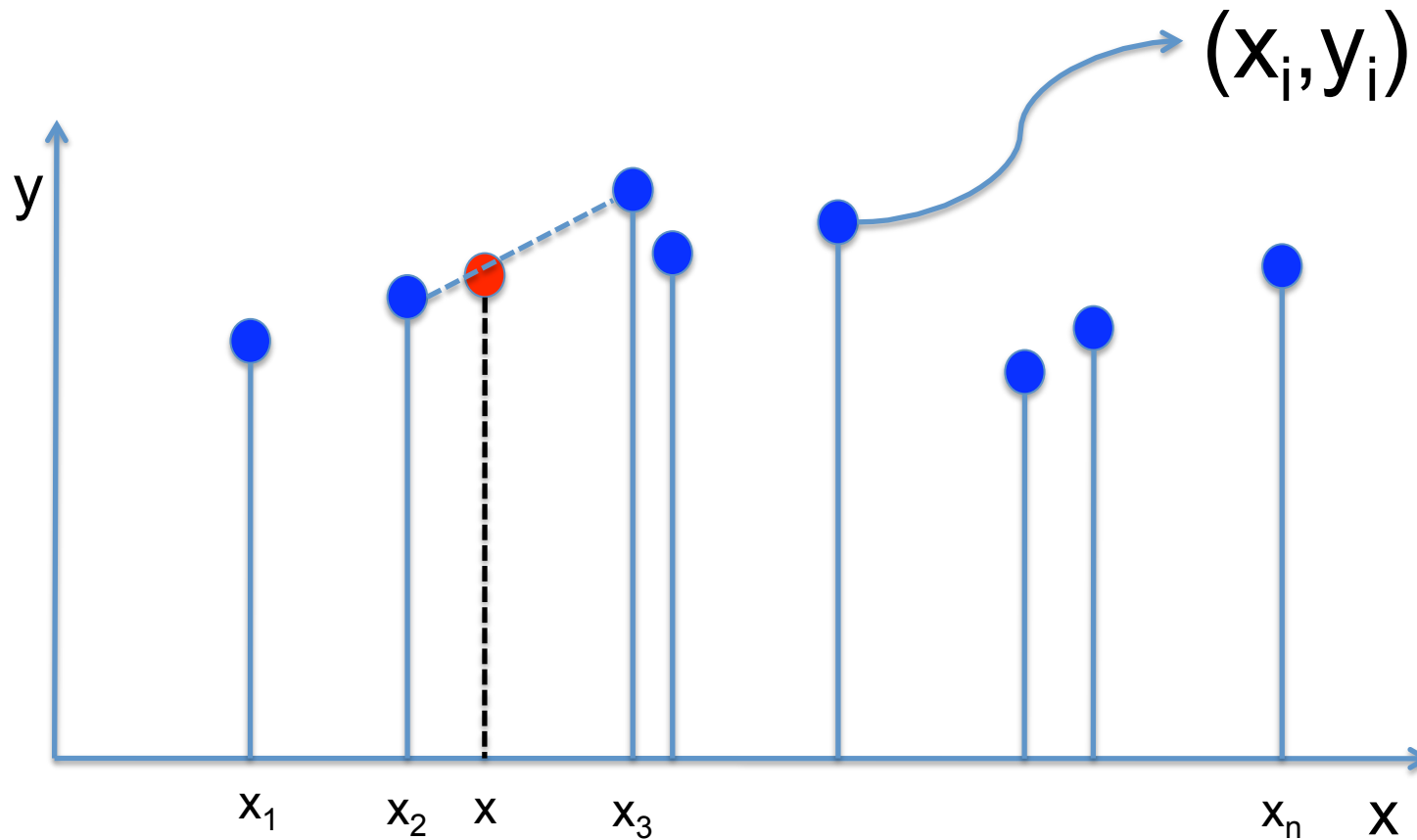
- Use tests to **drive** development
  1. Write a test (make it fail)
  2. Implement code to pass test
  3. Simplify/refactor/eliminate redundancy
  4. Rinse-and-repeat



# The TDD Cycle



# Example: Linear Interpolation



# Potential Tests

- Bracketing: Find  $i$  such that  $x_i \leq x < x_{i+1}$
- Computing node weights:  
$$w_a = (x_{i+1} - x) / (x_{i+1} - x_i)$$
$$w_b = 1 - w_a$$
- Weighted Sum:  $y = w_a y_i + w_b y_{i+1}$



# Possible Bracketing tests

- $X_i = \{1, 2, 3\}; x = 1.5;$  return: index = 1
- $X_i = \{1, 2, 3\}; x = 2.5;$  return: index = 2
- $X_i = \{1, 2, 3\}; x = 2.0;$  return: index = 2 ???
- $X_i = \{1, 2, 3\}; x = 1.0;$  return: index = 1
- $X_i = \{1, 2, 3\}; x = 3.0;$  return: index = 2 ???
- $X_i = \{1, 2, 3\}; x = 0.5;$  out-of-bounds error?
- $X_i = \{3, 2, 1\}; x = 1.5;$  inverted-order error?

# Bracketing: Test 1

- $X_i = \{1, 2, 3\}$ ;  $x = 1.5$ ; return: index = 1

```
subroutine testBracket1()  
  nodes = [1., 2., 3.]  
  index = getBracket(nodes, 1.5)  
  call assertEquals(1, index)  
end subroutine
```

```
function getBracket(nodes, x)  
  return 1  
end function
```

# Bracketing: Test 2

- $X_i = \{1, 2, 3\}$ ;  $x = 1.5$ ; return: index = 2

```
subroutine testBracket2()  
  nodes = [1., 2., 3.]  
  index = getBracket(nodes, 2.5)  
  call assertEquals(2, index)  
end subroutine testBracket2
```

```
function getBracket(nodes, x)  
  if (x >= nodes(2)) then  
    do 1 = 1, size(nodes) - 1  
      return 2  
    else if (nodes(i+1) > x) return i  
  end do  
  return 1  
end function  
end function
```

# Tests for Weights

- $X_i = \{1, 2\}; x = 1.0; w_1 = 1.0$
- $X_i = \{1, 2\}; x = 2.0; w_1 = 0.0$
- $X_i = \{1, 2\}; x = 1.5; w_1 = 0.5$
- $X_i = \{1, 3\}; x = 1.5; w_1 = 0.75$
- $X_i = \{1, 1\}; x = 1.0; \text{duplicate-node error}$

# Weights: Test 1

- $X_i = \{1, 2\}$ ;  $x = 1.0$ ;  $w_1 = 1.0$

```
subroutine testWeight1()  
  [a,b] = [1,2]  
  weight = computeWeight(a, b, 1.0)  
  call assertEquals(1.0, weight)  
end subroutine testWeight1
```

```
subroutine computeWeight(a, b, x)  
  return 1.0  
end subroutine computeWeight
```

Duplication



# Interpolation: Test 1

- Constant Y

```
subroutine testInterpolate1()  
  nodes = [[1,1],[2,1],[4,1]]  
  y = interpolate(nodes, 3.0)  
  call assertEquals(1.0, y)  
end subroutine testInterpolate1
```

```
function interpolate(nodes, x)  
  y = 1  
end function interpolate
```

# Interpolation: Test 2

- $\{(1,1),(2,3),(4,1)\}; x = 3. \Rightarrow y(x) = 2$

```
subroutine testInterpolate1()  
    nodes = [[1,1],[2,3],[4,1]]  
    y = interpolate(nodes, 3.0)  
    assertEquals(2.0, y, epsilon)  
end subroutine testInterpolate1
```

```
function interpolate(nodes, x)  
    i = getBracket(nodes%xCoord, x)  
    a = computeWeight(xc(i), xc(i+1), x)  
    b = 1 - a  
    return a*nodes(i)%yCoord + b*nodes(i+1)%yCoord  
end function interpolate
```

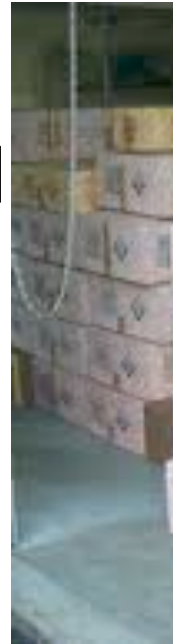


# TDD Best Practices

- Small steps - each iteration < 10 minutes
  - Starting over is cheap
  - Compilation speed sets lower bound (use -O0)
- Isolated, orthogonal, small, clear tests
- Extremely fast tests – need to run 1000's
  - Each test < 0.001 seconds
  - Don't need ¼ degree resolution to test *software*
- *Ruthless* refactoring
- Check that each test initially **fails**

# Benefits of TDD

- High software reliability
- Excellent test coverage
- Always ready-to-ship
- Tests act as maintainable documentation
- Tests do not decay
- Debugging is rare



# Benefits of TDD (cont'd)

- Reduced stress / improved confidence
- Productivity
- Predictable schedule
- High quality implementation
  - Test design requires focus
  - Testable code forces simple orthogonal interfaces
- Porting



# Anecdotal Testimony

- Many professional SE's are initially skeptical
  - High percentage refuse to go back to “the old way” after only a few days of exposure.
- Projects that are able to drop bug tracking.
- Can be difficult to sell to management
  - “What? **More** lines of code?”

# Not a Panacea

- Requires training, practice, and discipline
- Need strong tools (framework + refactoring)
- Does not invent new algorithms (e.g. FFT)
  - No such thing as magic
- Maintaining tests can be difficult during a major re-engineering effort.
  - But isn't the alternative is even worse?!!

# TDD and Scientific Computing

# Obstacles

- Difficult to apply to legacy software
- Developers are scientists; not SE's
- Limitations of Fortran
  - Weak development tools (but improving)
  - Not OO (impacts certain kinds of testing)
  - Lack of literature/training materials
- Need support for MPI, multi-dim arrays, etc.
- Numerical algorithms/parameterizations
  - Small number of analytic solutions
  - Specifying accuracy of floating-point results



# TDD Experience in SIVO

- Software projects:
  - pFUnit, NED, DYNAMO, SMVGEAR,  
GTRAJ (C++), Sensor Web (Java/python), Snowfake
- Observations
  - Ratio of test code to source code is about 1:1
  - Works very well for *infrastructure*
  - Demonstrable improvements in quality
  - Learning curve
    - 1-2 days for technique
    - Weeks/months to wean from old habits

# pFUnit

# Parallel Fortran Unit Testing Framework

- Developed in SIVO using TDD (Clune and Womack)
- Supports testing of MPI-based applications
- Extensive support for floating-point and multi-dimensional arrays
- Available via NASA open-source license:  
<http://sourceforge.net/projects/pfunit>
- Possibly arrange a hands-on tutorial:
  - Contact Carlos Cruz if interested: Carlos.A.Cruz@nasa.gov

# References

- pFUnit: <http://sourceforge.net/projects/pfunit/>
  - Tutorial materials
    - <https://modelingguru.nasa.gov/docs/DOC-1982>
    - <https://modelingguru.nasa.gov/docs/DOC-1983>
    - <https://modelingguru.nasa.gov/docs/DOC-1984>
- TDD Blog:  
<https://modelingguru.nasa.gov/blogs/modelingwithtdd>
- *Test-Driven Development: By Example*, Kent Beck
- *Refactoring: Improving the Design of Existing Code*, Martin Fowler
- Junit, <http://junit.sourceforge.net/>